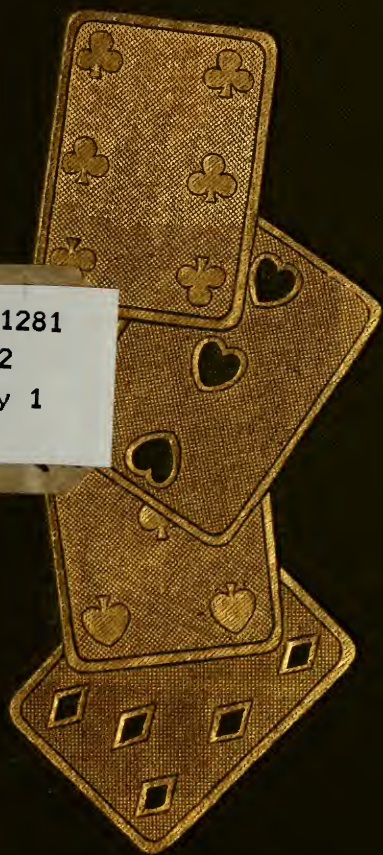


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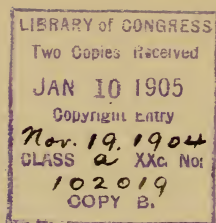
R. F. FOSTER



NEW YORK

BRENTANO'S

1905



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PREFACE

WHILE this little book is intended chiefly for the tyro, it contains all the most important elements of the strategy of the finished player, but so arranged and formulated that they can be readily used by the beginner.

The part of the game that I have dealt with is the mechanical part—the part that any person can learn, whether he has any “card sense” or not. All tactics which demand the exercise of the judgment have been left out. That part of the game comes with practice and experience; no one can teach it.

I am confident that anyone who will take the trouble to master the contents of this little book thoroughly, one chapter at a time, will soon find himself on a level with some of those whom he has been in the habit of regarding as among the finest players of his acquaintance.

R. F. FOSTER.

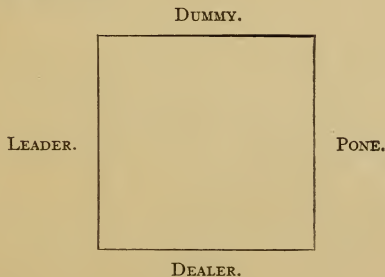
THE SAVAGE CLUB,
LONDON, *Sept.*, 1904.

INTRODUCTION

IN the following pages it is assumed that the reader knows all the elements of the game, such as the formation of the table, methods of cutting and dealing, order of declarations and doubling, manner of playing the hand, scoring the results, etc.

It is, therefore, unnecessary to enter into any description of the game, or to give any synopsis of its laws. The only matter of that kind is the tables of trick and honour values, which are sometimes required by the beginner for reference. (*See p. 4.*)

In order that the reader may clearly understand the various positions which are discussed in the following pages, the players are designated by the following names:—



The term “adversaries” always means those who play against the declaration.

After the first trick, any player who leads may be called the Leader, and the one who plays after him is the second hand; the Leader's partner is the third hand, and the last player on any trick is the fourth hand.

Each of these positions requires the adoption of certain tactics peculiar to itself, which are generally known as "leads," "second-hand play," "third-hand play," and "fourth-hand play."

The strategy of the game may be roughly divided into two parts: that which is based on general principles, with nothing but the laws of probabilities and the results of experience to guide it; and that which is based on more or less accurate knowledge of the situation.

The first part includes the declaration or make on the Dealer's side; the opening lead or attack on the adversaries' side—both of which must be made without any knowledge of the cards in the other hands.

The second part embraces the various tactics which are adopted to meet the conditions of the hand and play after the opening lead and the exposure of Dummy's cards.

These are again divisible into two principal parts: the play when there is a trump, and the play when there is no trump, each case being governed by different principles.

In the following pages these principles of play are presented to the reader by means of illustrative

hands or parts of hands, the theory upon which the play should proceed being briefly stated. It is strongly recommended that the reader should lay out upon the table the actual cards, and study the positions as if he were engaged in an actual game. Reading about it in a book is not sufficient to fix the matter upon the memory; but the study of the actual cards, properly placed upon the table, will not only strengthen the impression, but will enable the reader to go over the play in various ways, so as to satisfy himself that the method recommended is the best, and that any other will probably lose tricks. After having mastered the separate parts of the strategy of the game by this method, some such practice as that with the self-playing cards will be found invaluable in showing how these elements are combined in the development of the strategy of the whole hand and play.

At the end of each chapter will be found a brief summary of the principles of plays which should be deduced from the examples. These principles are stated in the form of maxims, in order that they may be the more easily committed to memory, and more readily referred to.



BRIDGE SCORES

WHEN THERE ARE NO-TRUMPS—						
Each Trick above Six counts				12		
HONOURS	{	Three Aces count		30		
		Four Aces count		40		
		Four Aces in One Hand count		100		
WHEN TRUMPS ARE—		♠	♣	♦	♥	
Each Trick above Six } counts }		2	4	6	8	
HONOURS	{	Three Honours count.	4	8	12	16
		Four Honours count .	8	16	24	32
		Five Honours count..	10	20	30	40
		Four Honours in } One Hand count }	16	32	48	64
		Five Honours (One } in Partner's Hand) }	18	36	54	72
		count }				
Five Honours in } One Hand count. }		20	40	60	80	
{ Chicane counts . . .		4	8	12	16	
GRAND SLAM counts 40		LITTLE SLAM counts 20				

THE DECLARATIONS

After the cards are dealt, the first thing to engage the attention is the declaration or make. Primarily, the object of the declaration is to secure the greatest number of points possible with the cards, and especially to declare something that will win the game at the score, with average strength in the Dummy to assist.

Average strength in the Dummy is one-third of the outstanding high cards or trumps, or both.

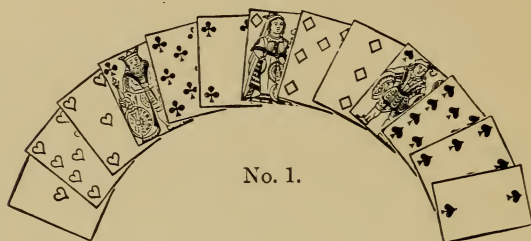
The declarations that will win the game from zero are: no-trumps, hearts, and diamonds.

In the following examples, if nothing is said to the contrary, the score is love-all; that is, nothing scored on either side.

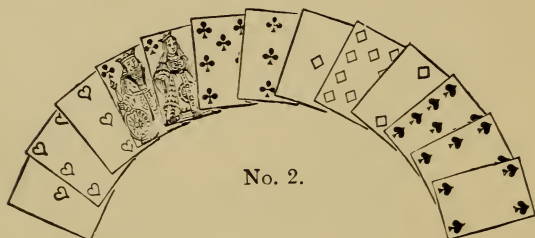
The most valuable declaration, and therefore the first to be considered, is no-trumps; and it is important to determine the minimum hand upon which no-trumps may be declared, any stronger hand than this minimum being a better no-trumper.

If no-trumps cannot safely be declared, the next best thing is a heart make; and failing that, a diamond.

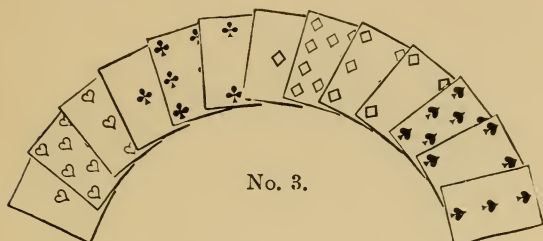
We shall first consider the Dealer's cards, the declaration on which is known as an "original make."



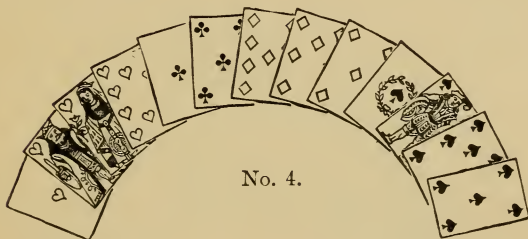
This is what is called an average hand, because it is one containing its share of high cards—one ace, one king, queen, jack, ten, etc.



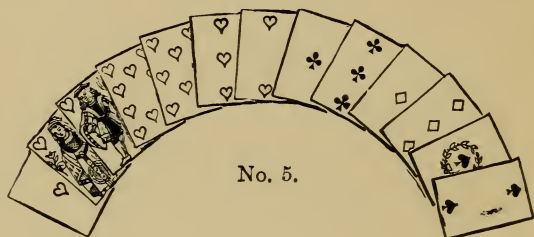
This hand is as much above the average as an ace is above a jack in value. When one hand is above the average, such as the Dealer's, it is improbable that any other given hand, such as the Dummy's, is also above the average. If the Dealer passes the make, the Dummy may have to declare on weaker cards, to their mutual disadvantage. Therefore, with such cards as Hand No. 2, the Dealer should declare no-trumps.



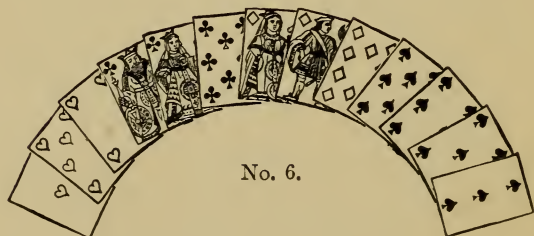
In this hand the club ace is better than the king and queen of clubs in No. 2, because the third ace scores 30 for honours; therefore No. 3 is a still better no-trumper than No. 2.



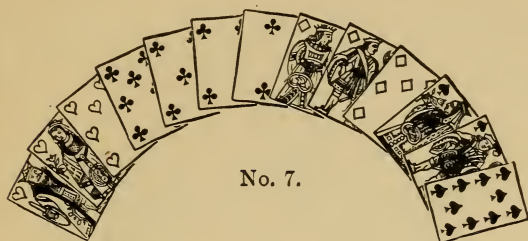
Although there are three aces in this hand, the score for honours in hearts is more valuable than 30 aces, and hearts should be declared instead of no-trumps on that account.



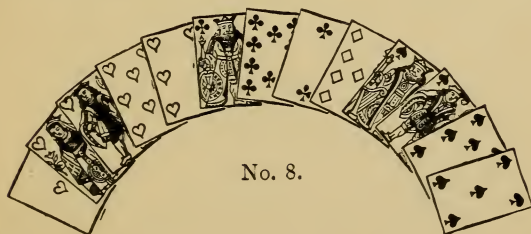
In this hand the score for honours at no-trumps is more valuable than in hearts, and it takes one trick less to win the game at no-trumps, which should therefore be declared. This is the strongest hand on which to declare, four aces.



Although this hand is a queen above the average, and is absolutely protected in three suits, it is about the weakest upon which no-trumps should be declared.

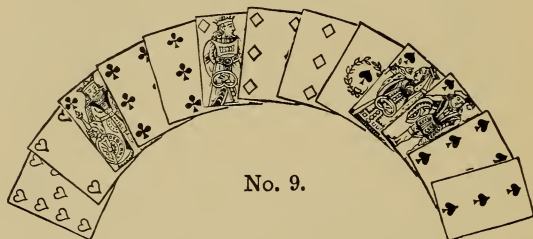


Although this hand is theoretically above the average, as a king-queen suit is equal to an ace, it is not a good no-trumper, because of the probability that the honour score is against it, and also because of the difficulty of making tricks with any hand in which you do not hold the ace of any suit. Replace one of the kings with an ace, or put the club king in place of the seven, and it would be better to declare no-trumps than to pass, because every suit would then be protected, even if you did not hold an ace.

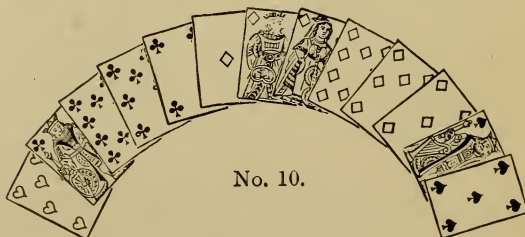


This hand is decidedly above the average in high cards, but its strength is massed in one suit, hearts. There is also the honour score in hearts

and the weakness in diamonds to be considered. It is therefore a better heart make than no-trumps, although it takes one more trick to win the game in hearts.

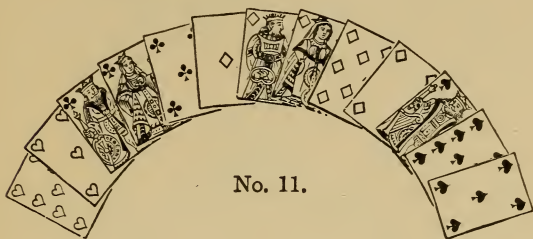


This hand is also above the average in high cards, but its strength is massed in a weak suit, spades, the honours in which are of no value, and it is impossible to win the game from zero with spades for trumps. It is a better no-trumper on that account, unless the score is so far advanced that you can probably win the game in spades without much assistance from the Dummy.

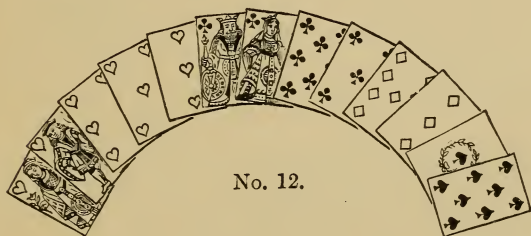


Although it is very difficult to win the game from zero in diamonds, the honour score is valu-

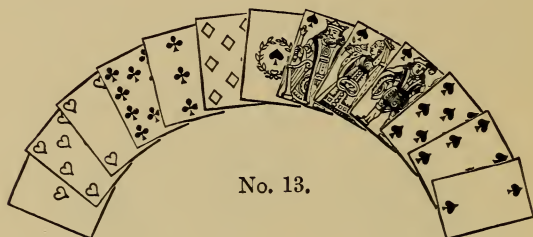
able, and this hand is a better diamond than no-trump on that account.



The honour score in diamonds not being very valuable, and it being easier to win the game at no-trump, this is not a good diamond make, and should be a no-trumper, unless you are advanced enough in the score to win the game in diamonds.

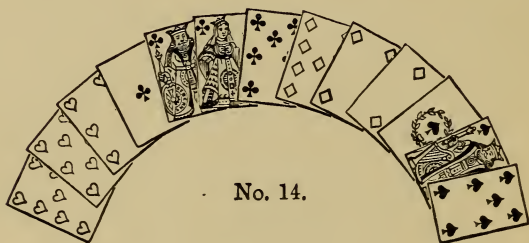


Although this hand is a queen above the average in high cards, its strength is massed in a valuable suit (hearts); and although there is no honour score in hearts, it is a safer heart make than no-trumper, especially if you are ahead on the score.



No. 13.

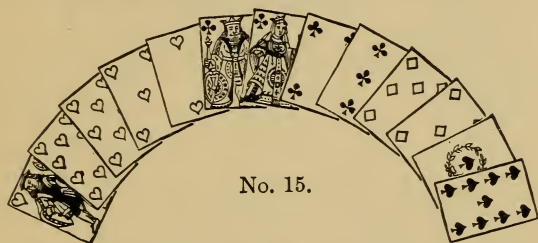
This is not a good no-trumper, because it is weak in two suits, but is a fair risk, because if you get into the lead you win the game if Dummy can take a single trick in any suit but spades.



No. 14.

While this hand is something like No. 13, it is weaker, because there is no promise of going game if you get into the lead. To declare no-trumps on such cards might be justified by the score being desperate. When you have three suits protected, as in Nos. 2, 3, 6, 9, and 11, you ask Dummy to protect one only, and that one may never be opened against you. In this case you would be asking Dummy to protect two suits for

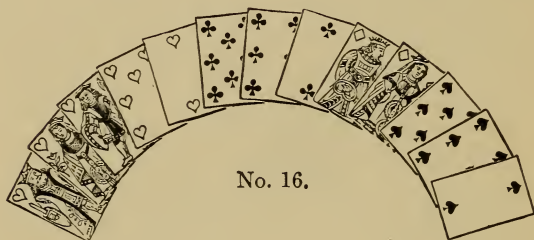
you, and to help you out in your own suits as well, which is improbable. If Dummy has any strength in red, he will probably declare, and then your black suits should win the game by supporting his trumps. If he has not the red suits, no-trumper would certainly come to grief.



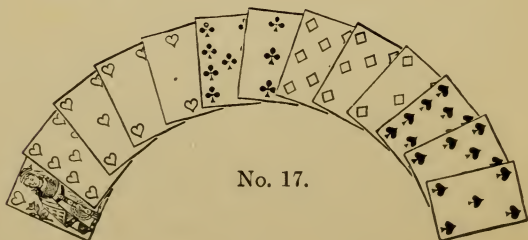
When your hand is not above the average in high cards, it becomes necessary for you to make your small cards as valuable as high ones, by naming the suit for trumps in which you have length. But unless this suit is a valuable one, such as hearts or diamonds, it is better to pass the make, because if your hand is below average, Dummy's may be above.

It is obvious that, if you name a suit for trumps in which you have only two or three cards, such as hearts in No. 1, the adversaries will probably be stronger than you are, which is just as bad as their holding the majority of the high cards at no-trump. In naming a trump suit, length is the great thing. No. 15 is on a level with No. 1, as far as high cards go; but No. 15 is much above

the average in the length of one suit, hearts, and that being a valuable suit, it should be declared for the trump.



This hand is below the average in high cards, but it is not only above the average in the length of one suit, hearts, but has an honour score in its favour and should declare hearts, although there is only one possible trick in plain suits, because it is very improbable that Dummy can make as good a declaration. If Dummy turns out to have a hand strong enough to declare no-trumps, it must never be forgotten that a heart declaration, with a no-trumper to help it, is a sure game hand.



This hand is very much below the average in high cards; and, while it is above the average in hearts, there is not sufficient strength in that suit to counterbalance the weakness in the plain suits; therefore a heart make would not be justified.

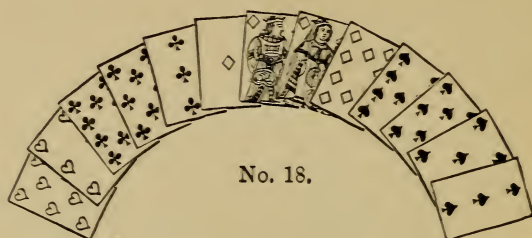
The beginner often feels the want of some simple rule for determining the amount of combined strength in trumps and plain suits which would justify a trump declaration. The following will be found useful until such time as the player acquires a little experience, when it may safely be laid aside, the individual judgment having become sufficiently trained to dispense with it altogether.

Count the number of cards in the suit which you propose to make the trump; then add the number of honours in that suit, reckoning one for each; and then add one for each ace and king in plain suits. If the total is found to be eight or more, it is usually a safe declaration.

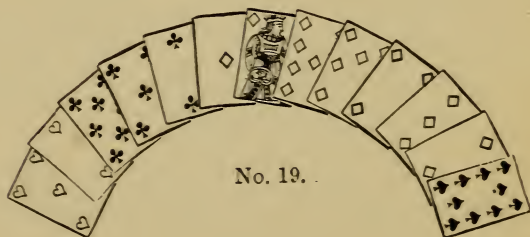
If No. 15 is reckoned in this way, it will be found to equal nine: hearts 5, honours in hearts 2, aces and kings in plain suits 2.

No. 16 also equals nine: hearts 5, honours in hearts 3, kings in plain suits 1.

No. 17 is not up to standard: hearts 5, honours in hearts 1; a total of six only.

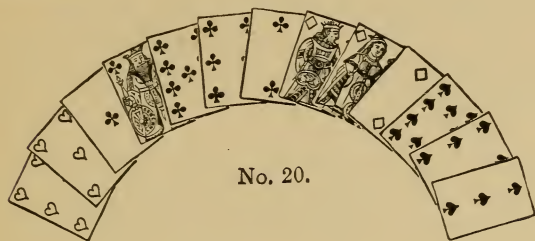


In this hand there are only four trumps in diamonds, but there are four honours; so that the count just reaches eight. Although there are no winning cards in plain suits, and little chance of winning the game from zero with such a declaration, it is still a fair diamond make, on account of the honour score, and you cannot possibly lose the game unless the adversaries double and make every trick except your four trumps.

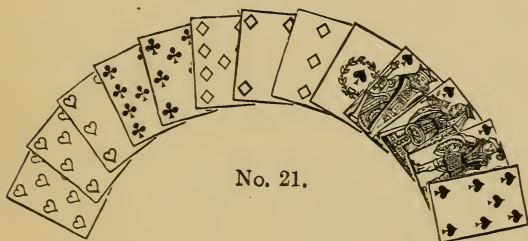


With such a hand as this, you are almost certain of the odd trick in diamonds. The only better make that Dummy could have would be hearts or no-trumps; and if he is strong enough for either,

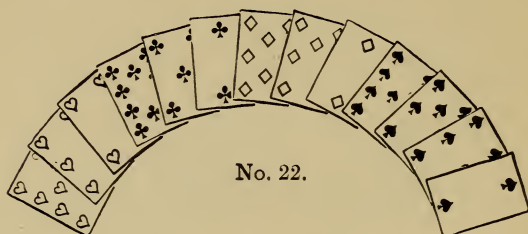
his cards, combined with yours, should win the game. If he is weak, your declaration is the best possible.



This hand can be counted up to eight if the club suit is selected for the trump; but the suit is not valuable enough to win the game unless your score is advanced (18 or more), and there is nothing in honours. Such a hand should pass.



This hand can be counted up to nine in the spade suit alone; but unless you are at least 26 up, the suit is not good enough to win the game. The 16 points for honours are not worth considering, and the make should be passed.



There is not a possible trick in this hand, and no suit worth selecting for the trump. Nevertheless, that is no reason why you should declare spades, for fear Dummy will declare something on which you will lose. To assume that he will make an injudicious call is a presumption. That he finds you unusually weak on his call, is no worse than when you find him unusually weak on one of your calls.

From the foregoing examples we deduce the following maxims for the Dealer's declarations:—

1. Any hand which is above the average value should declare.
2. Hands above the average, in which the strength in trick-winning cards is distributed among several suits, are no-trumpers.
3. Hands in which the high cards are massed in one of the red suits, especially hearts, are better trump declarations.
4. Four aces should always declare no-trumps, regardless of the strength in the red suit.
5. Three aces should declare no-trumps, unless

the hand contains four honours or is strong enough to go game, with a red suit for the trump.

6. Two aces should always declare no-trumps if there is protection in a third suit, and not enough strength to win the game in a red suit.

7. One ace should not declare no-trump, unless there is at least king, queen in another suit, and absolute protection in a third suit.

8. To declare no-trumps without an ace, there should be at least two court cards in each of three suits, and one well-protected honour in the fourth.

9. To declare no-trumps on two suits, the hand should be strong enough to win the game if it gets into the lead.

10. A safe heart make is better than a risky no-trumper.

11. Diamonds should not be declared unless the honour score is valuable, or there are seven trumps to two honours.

12. Clubs should not be declared with less than five honours unless the score is 18 up or better.

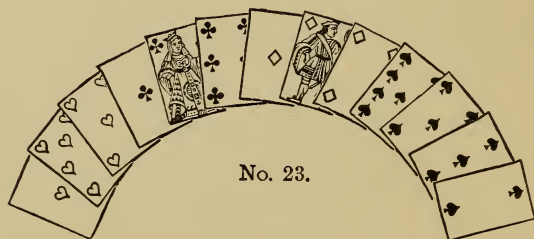
13. A black suit should not be declared unless the score is sufficiently advanced to win the game with average assistance from the Dummy.

14. When the honours are valuable, the declaration may be made on that account, trumps or no-trumps, regardless of the possibilities of winning the game at the score.

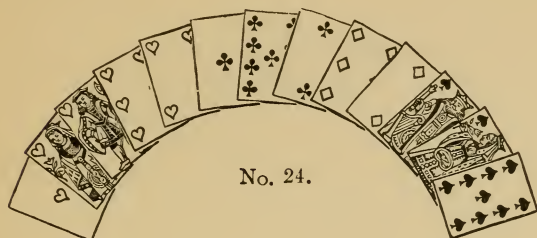
15. Hands which are below average in high cards, and weak in the red suits, should be passed.

PASSED MAKES

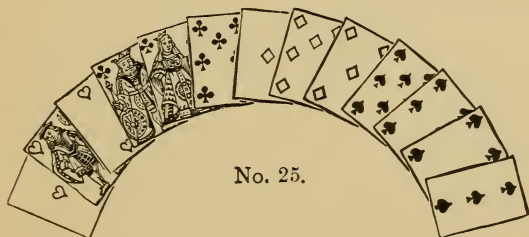
When the Dummy is asked to declare, he must remember that the Dealer's hand is probably below the average, or is weak in the red suits, especially in hearts.



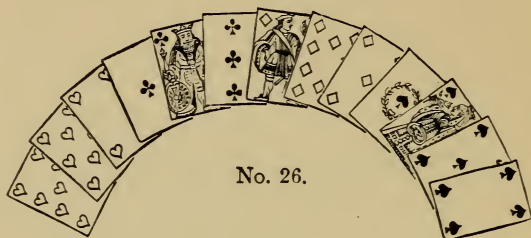
When you have three aces, especially both the red aces, you not only have the honour score in your favour, but you can protect the suits in which the Dealer is probably weak, and you can help him to make any suit which he may have; therefore you should make it no trump.



With such a strong heart suit, especially with three honours, it is safer for you to declare a trump than no-trumps, even with a hand as much above the average as this. You must not forget that your cards are to be laid on the table, and the adversaries will at once take advantage of any weak spots.

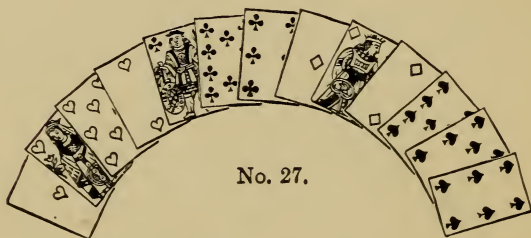


This hand is above the average, and is protected in the suits in which the Dealer is probably weak. No suit being long, it is a better no-trumper than anything else.



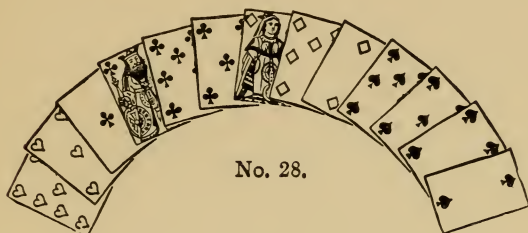
No. 26.

This hand is an ace above the average; but, while it might be a fair no-trumper if the Dealer held it, it is rather weak for Dummy to declare no-trumps upon, because of the declared weakness in the Dealer's hand, especially in the red suits. It should be a spade, unless the score is desperate.

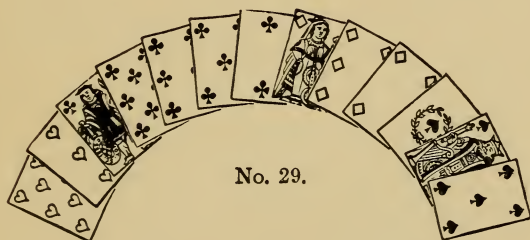


No. 27.

This hand is a duplicate of the last, with the strength transposed to the red suits. It would be rather a weak heart call, unless the Dealer turned out to be fairly strong in the black suits; and if he is to be trusted for that, it is a much better no-trumper than anything else.



With these cards there is no hope of winning anything; and the declaration must be to lose as little as possible. Spades are better than clubs, because the high clubs are trick-winners; whereas, if the clubs are declared, the spades are absolutely useless.



In this hand the spades are the trick-winning cards, and the best use to make of the long club suit is to declare it.

From the foregoing examples we deduce the following maxims for the Dummy's declarations:—

16. When the score is normal, the Dealer has probably passed with a hand below the average, and the make should be conservative. When the score is desperate, he probably wishes the Dummy to take a chance on a no-trumper.

17. When the Dealer passes the make with the score against him, especially on the rubber game, a risky no-trumper is better than a doubtful red suit.

18. Three aces should always declare no-trumps, unless there are at least five hearts to three honours, or five honours in diamonds.

19. With less than three aces, no-trumps should not be declared unless both red suits are protected.

20. If you trust the Dealer for anything, trust him for the black suits, not for the red.

21. To declare a red suit, the hand should count up to nine, reckoning the trumps as one each, the honours in trumps as one each, and the aces and kings in plain suits as one each.

22. If the hand is not strong enough to call no-trumps or a red suit, it should be a spade, unless there are high cards in spades and length in clubs.

IN GENERAL

23. Never declare without first consulting the score.

24. Never make an expensive declaration if you can win the game with a cheaper and less doubtful one.

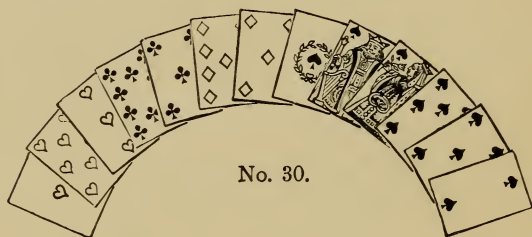
25. When you are ahead on the score, be conservative. When you are behind, be venturesome.

26. When the make is doubtful, give it the benefit of the doubt.

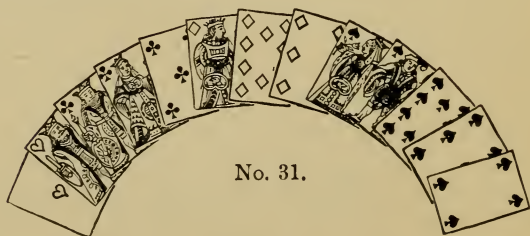


DOUBLING

The declaration, once legitimately made, cannot be altered, and the only change the adversaries can make is in the value of the tricks.

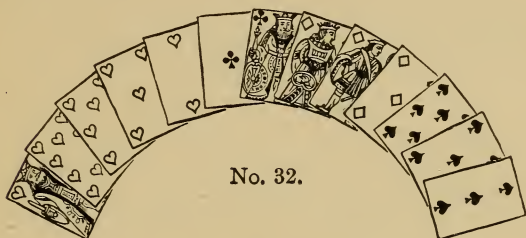


If you are the Leader, and hold these cards, it is obvious that you must win seven tricks, unless the spade jack is three times guarded against you. It is, therefore, manifestly to your interest to double a no-trump declaration.

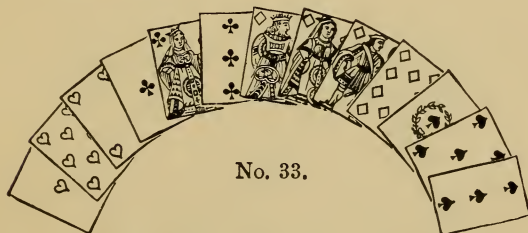


This looks like a very strong hand to hold and lead from against a no-trump declaration; but its

strength is scattered, and before you can get your spades cleared the Dealer will probably clear his clubs or diamonds, and you may have to discard several winning cards. It is, therefore, not a good hand with which to double no-trumps, especially if the declaration is on your left hand.

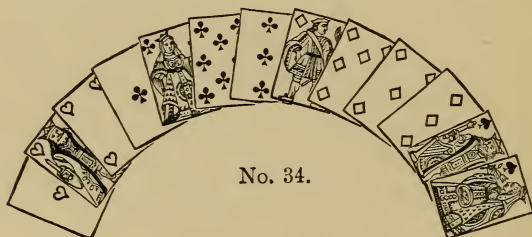


If hearts are declared on your right, you should be able to win three tricks in trumps, and at least two in plain suits. If the trump is made by the Dummy, your trumps are not so valuable, and you should not double, because four sure tricks are all you can reasonably expect.

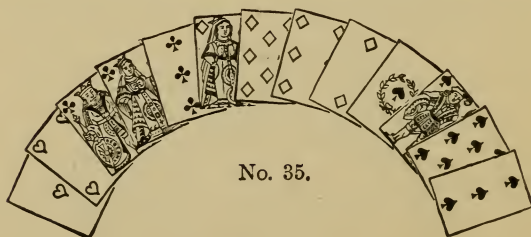


While this hand would be a very good one upon which to double no-trumps, because there are six

tricks certain, and a probable seventh, it is not strong enough to double a heart. Some of your diamonds will certainly be trumped, and you have only one trick in trumps certain. If the hand is counted up, it will be found to equal seven only; whereas No. 32 could be counted up to ten.



If clubs are declared, both the Dealer and the Dummy are probably weak in the red suits, and you should be able to win two tricks in trumps and three in plain suits. The hand can be counted up to nine, and is quite strong enough to double on.



If spades are declared, you should win two tricks in trumps, and at least two in plain suits. The hand can be counted up to eight, and is strong enough to double spades.

From the foregoing examples we deduce the following maxims for doubling by the Leader:—

27. To double no-trumps, it is better to have the strength in one suit than distributed among several.

28. Do not double no-trumps with less than six sure tricks and a probable seventh.

29. Do not double a red trump unless you have five sure tricks and a probable sixth, and at least three of the tricks are in trumps.

30. Do not double a club unless you have five tricks, at least two of them in trumps.

31. Do not double a spade unless you have four sure tricks, at least two of which should be in trumps.

32. Red suits may be doubled if the hand counts up to ten.

33. Clubs may be doubled if the hand counts up to nine.

34. Spades may be doubled if the hand counts up to eight.

35. It is better to double when the odd trick, at its increased value, is enough to win the game for you, and makes no difference to the Dealer.

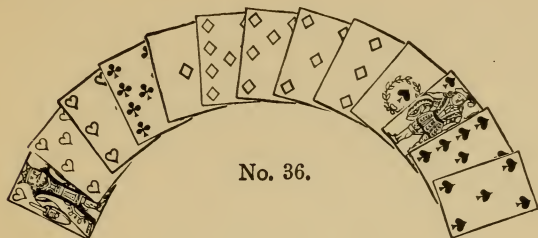
The Pone should understand, before he doubles, whether his partner will lead his best heart or will guess at his suit, a different practice prevailing on this point.

LEADING

After the declaration has been made, the eldest hand must lead for the first trick. What he should lead, and why, will depend upon whether he is playing against a trump declaration or no-trumps. His object is twofold; to make tricks himself, and to get his partner's assistance, either in the return of the suit or in getting out of the way.

LEADING AGAINST NO-TRUMPERS

The declaring hand may be assumed to be protected in three suits. In any of these he may be short, but holds high cards. The object of the adversaries is to find out his weak spots. As the declaring hand usually has more than his share of high cards, the only chance the adversaries have to defeat him is to make tricks with their small cards. This makes the suit with the greatest number of cards in it the most valuable for purposes of attack.

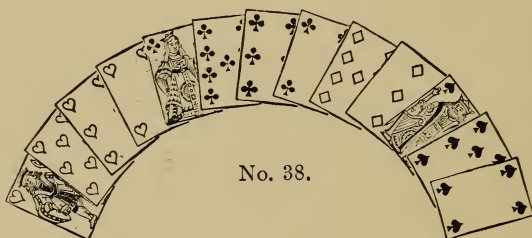


If you begin with the club, you accomplish nothing, and give away the advantage of the lead. If you begin with the hearts, you may never make the king unless your partner has the ace. As between spades and diamonds, more tricks are possible in the longer suit, and the Dealer is also less likely to be able to defend it. If the diamond is led first, the high cards in the other suits will probably be useful to bring the small established diamonds into play at the end; therefore the fourth-best diamond is the proper opening from such a hand—that is, the five.

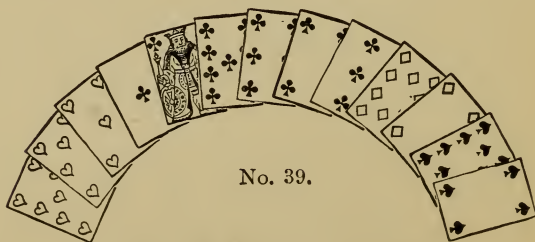


The diamonds and spades are equal in length; but if you begin with the spades, the diamonds are

useless unless your partner holds ace and king. If you begin with the diamonds, you may make two of them by getting into the lead again on the spades, even if both ace and king of diamonds are against you; therefore the fourth-best diamond is the best opening.

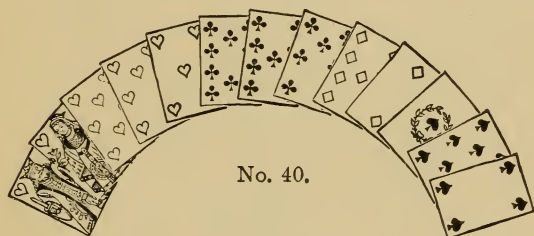


In this hand there is not much choice between the hearts and clubs; but when the Dealer does not declare hearts, he is more likely to be weak in that suit than in clubs, and for that reason the red suit is the better opening, beginning with the fourth-best.

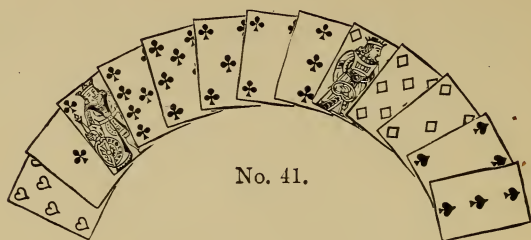


If you begin with the king and ace of clubs, and

fail to catch the queen, jack, ten in the two leads, your hand is dead. If you begin with a small club, your partner has an even chance to win the first trick. Even if he cannot win the first trick, he will probably have a second club to return to you if he gets into the lead again; whereas if you led out your ace and king, he must have three clubs to be able to put you in again. Therefore the fourth-best club is the most promising opening from this hand.

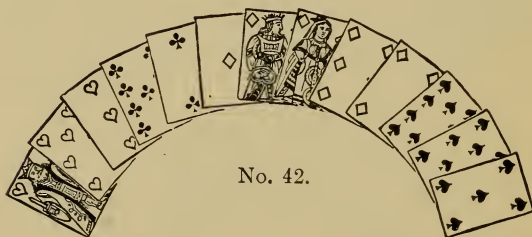


There is no necessity to lead the king of hearts with the idea of forcing out the ace. If your partner has either ace or jack, his cards are as good as your king and queen for that purpose. If he has neither, you accomplish nothing by leading a high card; therefore the fourth-best heart should be led from this hand.



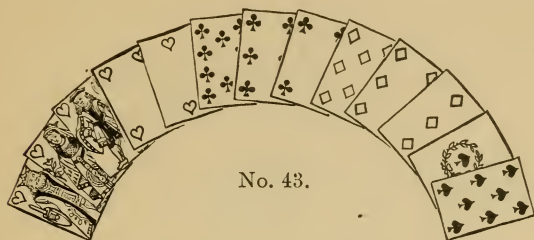
No. 41.

With as many as seven cards of a suit, headed by two honours in sequence, it is better to lead the high cards, because there are so few in the other hands that you have a fair chance of dropping them together. With king, queen, at the head of a seven-card suit, there is an equal chance of preventing both ace and jack from making separately by leading one of your high cards; but with less than seven the chance is not so good.



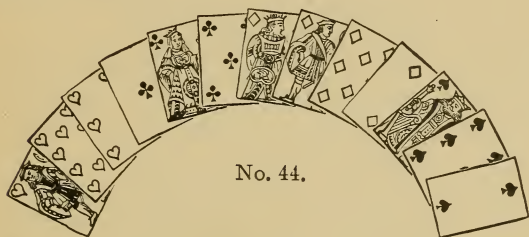
No. 42.

When you have three winning cards in a suit, there is an excellent chance of dropping all the other high cards and making tricks with the small ones in your own hand.



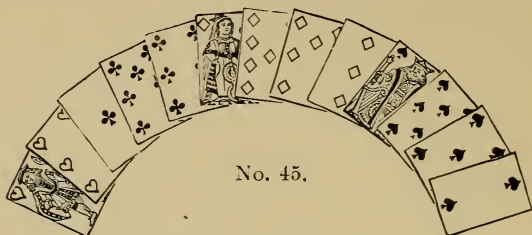
No. 43.

With three honours in sequence, it would be unwise to let any card smaller than the ace win the first trick; so the highest of the three should be led. With queen, jack, ten, two leads must force out both ace and king, and make the third good for a trick, establishing the suit.



No. 44.

When you have no suit longer than four cards, and all are undesirable ones to open, it is often better to open the one in which you cannot possibly win a trick, especially if it is a red suit. The heart jack would be an excellent opening from this hand, especially if the declaration was made by the Dealer, because you hold over him with commanding or stopping cards in every other suit, provided you do not lead them.



No. 45.

You cannot accomplish much by opening suits of three or four cards headed by single honours, and the heart jack would be the best opening from such a hand as this.

GIVING INFORMATION

When it is a matter of indifference to the Leader which card he plays, he should select the one that will give his partner the most information. That the information is given to the Dealer also does not matter, because the Dealer will know what is against him the moment the Dummy's cards are laid on the table.



No. 46.

With such a suit as this, if you lead the king it will hold the trick, and your partner will credit

you with the ace; but he does not know you have the jack and queen also. By leading the jack, which will also win the trick, he will know you have the queen as well as the ace.



No. 47

If you begin with the king, showing the ace, and follow with the queen (which is the card your partner does not know), you not only announce the ace still in your hand, but you deny the jack.



No. 48.

If you begin with the fourth-best card, you inform your partner that you do not hold three honours in the suit, but have still in your hand exactly three cards higher than the one led.



No 49.

If you begin with the king, your partner will know that you must have three honours, either

king, queen, jack, or king, queen, ten. If you follow with the jack, he knows you hold the queen; but if you follow with the fourth-best, he will know that you hold the ten but not the jack.



No. 50.

If you begin with the queen, you deny the king; but you tell your partner that you hold either jack, ten, or jack, nine, as the queen is now generally led from queen, jack, nine.



No. 51.

If you begin with the ace, you deny the king; but you show three honours in the suit. When you have no re-entry card in another suit, it is better to lead the queen first from this combination, so as to get the king out of your way at once, and also to leave your partner with one of the suit to return to you. If you begin with the ace, and then the queen, your partner may not have a card left to lead to you, even if he gets in.

From the foregoing examples we deduce the following maxims for the opening lead against a no-trumper:—

36. Lead from the longest suit.

37. If two suits are equal in length, lead from the weaker and keep the stronger for re-entry.

38. Lead red suits in preference to black ones, especially if the Dealer has passed the make.

39. Do not begin with high cards unless you have three honours.

40. When you have only two honours, or less, lead the fourth-best card of the suit, counting from the top, unless you have seven cards of the suit headed by two honours in sequence.

41. If you have no suit of more than four cards, lead the one which is least disadvantageous to open, or the one in which you cannot take a trick.

42. Holding cards of equal value, lead those which will give the partner the most information.

43. With ace, king, queen, jack, lead the king and follow with the jack.

44. With ace, king, queen, lead the king and follow with the queen.

45. With ace, queen, jack, lead the queen if you have no re-entry. With a re-entry, lead ace and then queen.

46. With king, queen, jack, lead the king and follow with the jack.

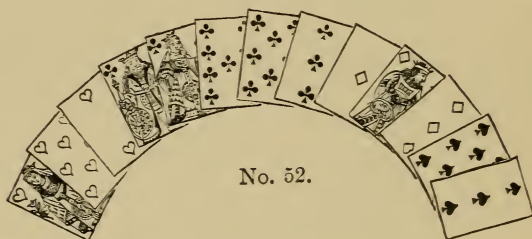
47. With queen, jack, ten, or queen, jack, nine, lead the queen.

48. With jack, ten, nine, lead the jack.

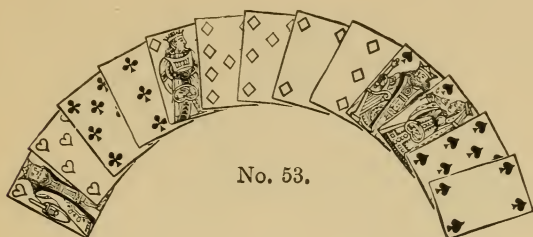
49. With king, jack, ten, begin with the ten.

LEADING AGAINST TRUMPS

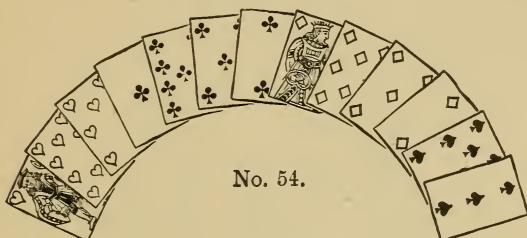
When the Dealer's side declares a trump, there is little or no hope of making any tricks with your small cards, unless you have as many trumps as he has. The chief concern of the Leader should be to make as many tricks as he can before the Dealer discards his losing cards in those suits.



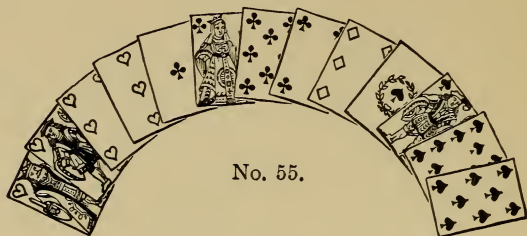
If hearts are declared, you should make one trick in trumps with the doubly-guarded queen; and there is nothing to be gained by leading spades, hoping to ruff the third round. Should the Dealer get in on the spade, he would develop his game at once, drawing all your trumps, and the third round of spades would do you more harm than good. The diamond suit is the best opening, beginning with the king, especially as it holds the lead until Dummy's hand is laid down. The length of the club suit adds nothing to its value against a declared trump; but at no-trumps the fourth-best club would be the best opening from this hand.



Spade The club king is a much better opening than the fourth-best diamond, if hearts are trumps, because it makes the club queen good for a trick. *Spade* The diamond might not accomplish anything.

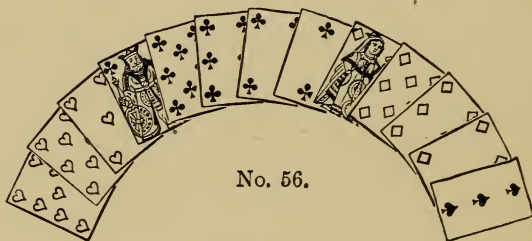


If hearts are trumps, the diamond suit is a bad one to open, because it accomplishes nothing, and may let the Dealer into the lead at once. The best opening is the club ace, so as to hold the lead until you see Dummy's cards. If you lead a small club instead of the ace, you may never make your ace.



No. 55.

If diamonds are trumps, the singleton trump is the best opening in this hand; because, although all the other suits are headed by honours, these honours are not in sequence, and all leads from tenace suits are disadvantageous. The lead of the trump will tell your partner that you wish him to lead the plain suits to you, instead of your leading them yourself.



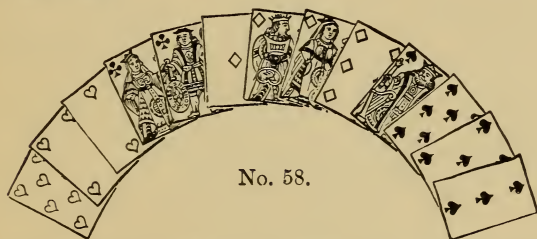
No. 56.

If the Dummy is the declaring hand, and makes it hearts, the Dealer is probably stronger in the black suits. To lead a small club up to him might be playing into his hand. The best opening seems to be the singleton spade, hoping to make one of your small trumps. If there were

two spades in the hand, this would be a weak opening, and nothing but the chance of an immediate ruff justifies it.



With hearts declared trumps, the spade ace is the best opening from such a hand as this, hoping to establish the suit. It is usually bad play to lead a singleton when you hold four trumps, because the force you invite only weakens your hand. If you can get the spades established, and force the Dealer with them, you may easily win the odd trick.



If you lead the king of diamonds, your partner will know you hold the ace. Follow the king with the queen—the card which he does not know. To follow the king with the ace would deny the queen.

From the foregoing examples we deduce the following maxims for leading against a declared trump:—

50. Get a look at the Dummy's cards before you lose the lead, if possible.

51. Lead from the strongest suit, regardless of length.

52. Always lead from two or more honours in sequence.

53. If you lead from a suit headed by the ace without the king, always lead the ace.

54. Never lead from suits with two honours which are not in sequence, unless you lead the ace.

55. Do not lead from suits of four cards headed by single honours.

56. Do not play for a ruff if you have four or more trumps.

57. Do not lead a small card of a black suit up to a passing hand, unless it is a singleton.

58. Do not lead trumps unless it is undesirable to lead any of the plain suits.

59. Lead from suits headed by three or four honours, so as to inform the partner, just as you would at no-trumps.

NOTE.—Whether or not the Leader should continue his own suit, is a matter of judgment; but should he change, it is better to lead through Dummy's strong suits than through his weak ones, and better to lead through high cards which are not in sequence, if possible.

THIRD-HAND PLAY

When you are third hand, there are only two things your partner wants you to attend to—to get out of the way of his long suit, and to tell him what tricks you can win.

With a declared trump, the play is much simpler than at no-trumps, and it should be studied first.

THIRD HAND, TRUMP DECLARED

In the following illustrations, the cards nearest you are your own; those on your right are the Dummy's, which are laid down after your partner has led the card opposite you.



Holding two cards only, neither of them an honour, you should play the higher first; and when your partner leads the suit again, your play

of the deuce will inform him that you have no more, and can trump Dummy's queen.

This is called the "down-and-out echo."



No. 60.



Holding an honour, it is never necessary to play down-and-out; because, when your honour falls on the second round of the suit, your partner will know that you have a higher card (the queen in this case), or no more.



No. 61.

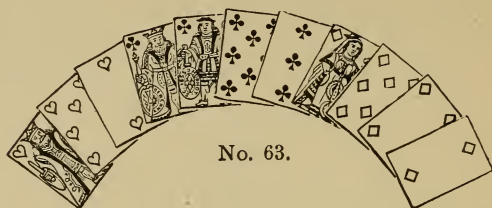


With any three cards of the suit, you follow suit with the lowest; and when your next lowest (the

six in this case) falls on the second round, your partner will know that you still hold another of the suit. Supposing he held five himself originally, he will know, by counting your hand and the Dummy's, that the Dealer has no more. In No. 59, on the contrary, your down-and-out echo would inform your partner that the Dealer still had one of the suit, and could not over-trump you.

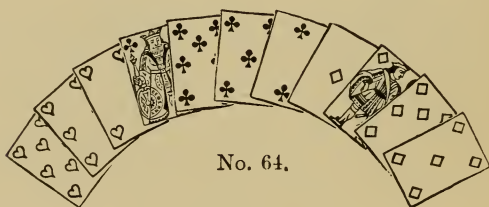


Suppose hearts are trumps, and that your partner holds three winning cards in clubs, you having two clubs. If he leads the third winning club after you have echoed, it is not necessary for you to trump it. Avail yourself of the opportunity to show him your best-protected suit—the suit in which you are best able to win tricks. This is done by discarding one of the suit; in this case, a small spade.



No. 63.

Suppose hearts are trumps. Your partner leads the third winning spade. Although you cannot be sure of winning any tricks in clubs, it is still your best-protected suit, and you should discard a small club.



No. 64.

Suppose hearts are trumps. Your partner leads the third winning spade. If the Dummy has only small diamonds, but holds the ace of clubs, it is to your advantage for your partner to lead a club through the ace, so as to make your king. To indicate your wish, you should discard a club instead of a diamond.

The same principles should be followed in any discards, whether it is your partner or the Dealer who is leading when you cannot follow suit.

From the foregoing examples we deduce the following maxims for the play of the third hand when there is a declared trump:—

60. When your partner leads winning cards, play down-and-out with two only, neither of them being an honour.

61. When your partner plays high cards, play the lowest of three, no matter what they are.

62. Show your best-protected suit by discarding one of it.

63. Discard the suit you want led.

THIRD HAND, NO-TRUMPS

When there are no trumps, the down-and-out echo is of no use, and what is called the "plain-suit echo" takes its place. This is a method of showing your partner how many cards you hold in the suit, at the same time getting out of his way, or unblocking.

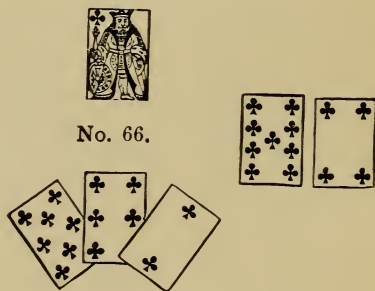


No. 65.



When you have nothing but small cards, or make no attempt to win the trick, the only possible

help you can give your partner is to tell him how his suit is distributed. He can see the cards in the Dummy; and if you tell him how many you hold, he can count the Dealer's hand. In order to do this, you must always play your second-best on the first trick. In this case, having two cards only, the second-best is your smallest. On the next round of the suit, when your higher card falls, your partner will know that you have no more, as we shall see by the following examples:—



In this case, your six is the second best, keeping the deuce. On the second round, play the eight, still keeping the smallest card; because, when you have more than two of the suit, the lowest must always be kept until the last round. Compare the play in this example with that in No. 65.



No. 67.



Even with four cards of the suit, still play the second-best, no matter what it is (in this case the eight). On the second round you will have ten, six, two; and you again play the second-best, always keeping the lowest. Compare the play with that in Nos. 65 and 66, and you will see how any number from two to four can be shown when you make no attempt to win the trick.



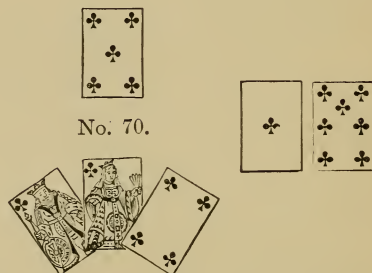
No. 68.



Even when your partner leads a card which will win the trick, you must keep your smallest card, or you will block his long suit. In this case, play the king on his queen, leading back the ace and then the small one. Your partner must have led from queen, jack, ten, or queen, jack, nine.



Even if the Dummy plays the king on the first trick, you must still play your second-best of three, keeping your smallest card, so as not to block your partner. If you play the small card on the first round, your high cards block your partner, even if he has the ace. Play the queen on the second round, keeping the small card until the last.



If the Dummy plays ace second hand, you must play your queen the first time, and your king the second, keeping the smallest card until the last.

From the foregoing examples we deduce the following maxims for the play of the third hand at no-trumps:—

64. Give information as to how many you hold of your partner's suit.

65. Get out of your partner's way by unblocking.

66. With more than two of his suit originally, always keep the lowest until the last.

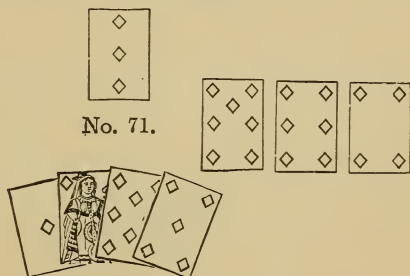
67. Always play the second-best card you hold when you make no attempt to win the trick.

68. With four of the suit originally, play the second-best of those remaining on the second round.

NOTE.—The best-protected suit should be shown in discards at no-trump, just as it is in trump declarations.

THIRD HAND IN GENERAL

There are certain third-hand plays which are common to both trumps and no-trumps, the principles being the same in both cases.

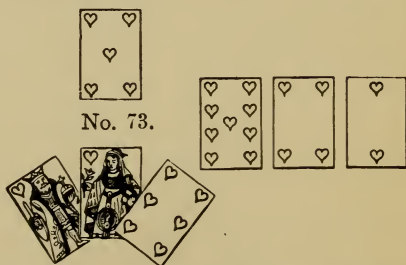


When your partner leads small cards, it is unnecessary to say that you should win the trick

if you can; but never attempt to do so with a card which is not the best, unless the better card is in the Dummy and not played second hand. In this case, play the ace, not the queen, as the king is not in the Dummy. If the Dealer has the king, you are simply throwing your queen away if you play it. If your partner has the king, your play makes no difference.



In this case, it is not necessary to play your best card; because, the queen being in the Dummy, your jack is just as good as your king. To play the king would be to tell your partner that you did not hold the jack.



It is not necessary to play your king to win this trick, because the queen is just as good. To

play the king in such a position, would be to tell your partner you did not hold the queen, and he would credit the Dealer with that card.

If you win the first trick with such cards as in Nos. 72 and 73, always return the higher of the two cards remaining.



No. 74.



In this case, if you win the first trick with the king, having three cards remaining, you should return the lowest.



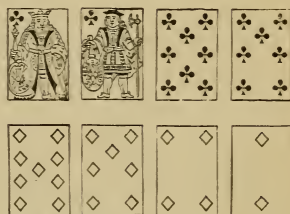
No. 75.



In this position, you would not return the lowest

of three remaining after winning the first round with the ace, because you have a card (the nine) that will beat anything in the Dummy. You should lead this card; so that, if the Dealer does not cover it, your partner will let it win the trick.

No. 76.



Suppose hearts are trumps, the Dealer having all that are left. Your partner has led spades originally, but you have no spade to return. In such cases, it is better to lead a suit in which Dummy is weak, so as to give your partner a chance to make inferior cards. In this case, your choice between the club and the diamond would be for the diamond on that account, leading a small one if you have no card below the king that will beat the nine.

From the foregoing examples we deduce the following maxims for the general management of the third hand, trumps or no-trumps:—

69. Never finesse on your partner's leads.

70. Win tricks as cheaply as possible, and always play the lowest of a sequence.

71. Return partner's suit with the higher of two cards and the lowest of three, unless one of the three remaining is better than any in the Dummy.

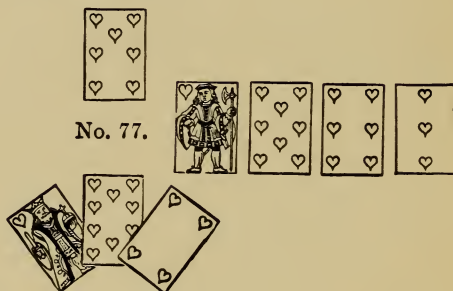
72. If you cannot return your partner's suit, lead up to the Dummy's weak suit.

NOTE.—Whether the third hand should return his partner's suit, or lead his own, is largely a matter of judgment, for which no exact rules can be laid down. Such matters are more easily learned by studying such examples as the self-playing cards.



THE ELEVEN RULE

When the opening lead is not a high card, but the fourth-best of the Leader's suit, if you deduct the number of spots on this card from eleven, you can always tell to a certainty how many cards, higher than the one led, are not in the Leader's hand. This rule can be applied by both the third hand and the Dealer.

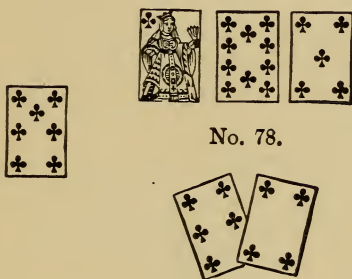


Suppose the seven is the card led. Deduct seven from eleven, and there are four remaining; so there must be four cards higher than the seven which are not in the Leader's hand. What they are, is unimportant; how many there are, is everything.

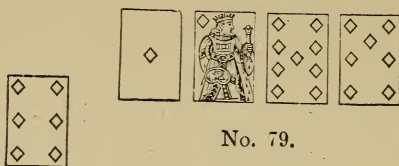
In this example, the four cards are all in sight. Dummy has two higher than the seven, and you have two; therefore the Dealer cannot have any higher than the card led. This being the case, if the Dummy plays the trey, the third hand can play the four, and the seven will win the trick. If the Dummy plays the eight, the third hand can play the ten.

By this play, the Leader and his partner must win every trick in the suit, which would be impossible but for the use of the eleven rule.

The Dealer must use the eleven rule in order to protect himself. Suppose this is the position:—



The seven is led, and your Dummy lays down queen, ten, five. The player on your right must have the other two cards higher than the seven led; and if Dummy does not cover the seven, the third hand will pass it. To prevent this, you must play the ten from Dummy.



In this case, you hold all the outstanding cards higher than the one led, and there is no necessity to play either ace or king from the Dummy. Your own ten will win the trick.

From these examples we deduce the following maxims for the use of the eleven rule:—

73. When a small card is led, always deduct the spots on it from eleven.

74. If you and the Dummy have all the higher cards indicated by the eleven rule, the unknown hand has nothing higher than the card led.



SECOND-HAND PLAY

The play of the second hand has for its object the protection of the fourth hand. The Dealer, seeing two hands, can arrange this to the best advantage; and the Leader, with the Dummy exposed on his left, can tell at a glance whether he can beat Dummy's cards or not. The Pone is the one whose play must be guided by general principles.

No. 80.



If the Dummy leads a small card, one of the honours should be played second hand, in order to prevent the Dealer from winning the trick too cheaply.

No. 81.



Holding two honours in sequence, if one is played it either wins the trick or makes the remaining honour the best of the suit.

No. 82.



With the card immediately above, and the one next below the one led, if you cover the card led, you transfer the trick to yourself, and prevent third hand from finessing. This combination is called a fourchette.

No. 83.



When an honour is led through you, covering with a higher honour compels the Leader and the third hand to play two honours to win one trick.

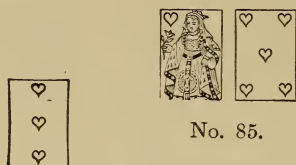
The following plays are for the Dealer and the Dummy, and it does not matter which of them is second hand:—



No. 84.



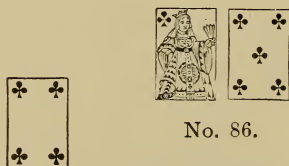
Nothing is to be gained by covering a small card led with a single honour, especially with the queen in one hand and the jack in the other, either of them twice guarded, because this combination must stop the suit, provided the high card is not played second hand.



No. 85.



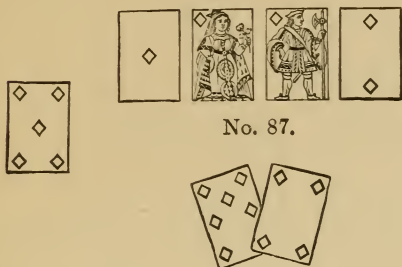
If the queen is in the second hand, and only once guarded, the ace being in the other hand, the only chance to make two tricks in the suit is to play the queen second hand.



No. 86.



If the ten is in the same hand as the ace, it is better not to play the queen second hand; because no matter how the cards lie, you must make two tricks in the suit if you play the small card instead of the queen second hand.



No. 87.

With any combination like this, from which you would lead a high card, you must protect yourself by playing a high card second hand; but as it is an even chance on which side of you the king lies, you can finesse the jack the first time.



No. 88.

In such cases as this there is no necessity to play a high card second hand, even with two honours in sequence, because you have equally good cards in the fourth hand.

From the foregoing examples we deduce the following maxims for the play of the second hand, trumps or no-trumps:—

75. Always cover with two honours in sequence.

76. Always cover with a fourchette over the card led.

77. Cover an honour with an honour.

78. Do not cover a small card with a single honour.

79. If you hold any combination from which you would lead a high card, play a high card second hand on a smaller card led.

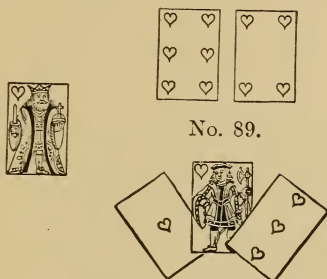
80. Do not cover second hand if you have equally good cards in the fourth hand.

81. If the Dummy is third hand, beat Dummy's cards if you can.

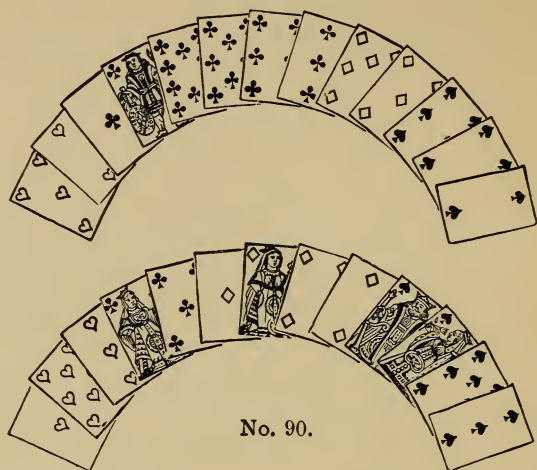


FOURTH HAND

The Dealer is usually the only player who varies from the policy of winning the trick fourth hand if he can, and he resorts to this stratagem under two circumstances only.



If the Leader begins with the king of a suit, it is evident that he holds the queen also, and perhaps the ten. If his king is allowed to win, he will credit his partner with the ace and lead again, and you will then make both ace and jack. If the ace is played on the king the first time, the jack may be led through and lost. This is called the Bath Coup. It may be played with equal success when the ace is in one hand and the jack in the other.



If this is a no-trumper and the opening lead is a heart, you cannot afford to win the first round of hearts, nor the second, because you have no suit that you can make a number of tricks in without letting the adversaries into the lead at least once. Whichever one gets in will at once return to the heart suit and make every trick in it; but if you let the hearts run until the Leader's partner is exhausted, you run no risk by letting him into the lead, as he cannot return to the heart suit.

The same tactics may be adopted by the adversaries when they see that, by holding up the command of the Dummy's long suit until the Dealer is exhausted, Dummy cannot get into the lead again himself.

From these examples we deduce the following maxims:—

82. Hold up the ace and jack fourth hand if a king is led, especially at no-trumps.

83. Keep command of the adversaries' suit as long as possible, unless you have an established suit of your own.

NOTE.—When you have two winning cards in the adversaries' suit, you can win the first round without hesitation, because you still hold the command with the second card.

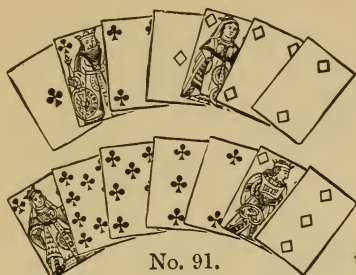


THE DEALER'S PLAY

When the Dealer gets into the lead, his first care must be to count up the possible tricks in the two hands, and to compare the result with the score. After that he must decide, if it is a trump declaration, whether to play the trumps first or the plain suits; if it is a no-trumper, he must decide which suit to go for. It is very seldom that he will have a choice of more than two suits; but if he is so fortunate, the same principles will guide him in his selection.

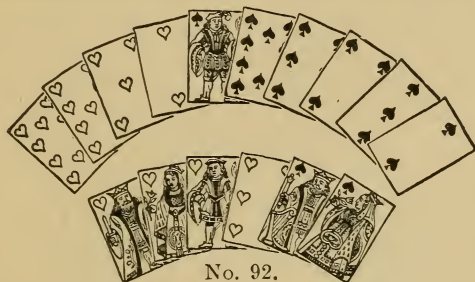
SELECTING A SUIT AT NO-TRUMPS

In the following examples it does not matter which hand is held by the Dealer and which by the Dummy. It is assumed that the Dealer has obtained the lead in some suit which is not shown, because its influence has nothing to do with the choice of the suit which the Dealer will go for.



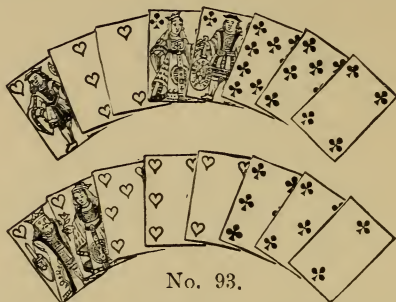
No. 91.

Having only six diamonds between the two hands, you cannot possibly make more than three tricks in that suit, because one adversary must have at least four diamonds; and if you lead out the ace, king, queen, you establish a trick in diamonds against yourself. If you play the clubs first, having eight of them, you should easily make five tricks in the suit. On these clubs the adversaries may discard diamonds, unguarding that suit.



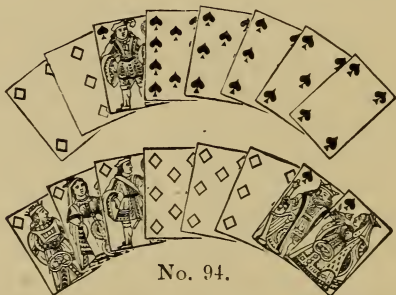
No. 92.

If you play for the heart suit, three tricks is the most possible. If you play for the spade suit, you must make five. The number of cards in each suit (eight) is equal, but there are more spades in one hand than in the other.



No. 93.

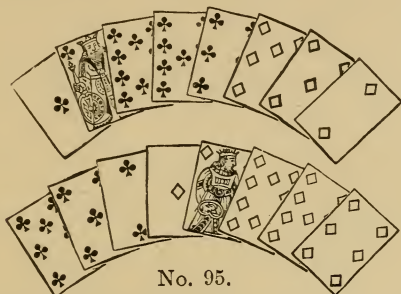
If you go for the clubs, you must lose two tricks in that suit before you establish it, winning three only. If you play for the hearts, you lose one trick only, winning four, although the number of cards in each suit and in each hand is equal. This may be important when it is necessary to prevent the adversaries from getting into the lead more than once.



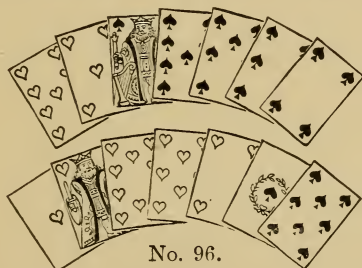
No. 94.

It is clearly impossible to make more than one trick in spades, because after the ace is forced out the hand which is long in the suit cannot get into the lead again. But in the diamonds five tricks

are possible, because the spades will bring the long diamond hand into the lead again.

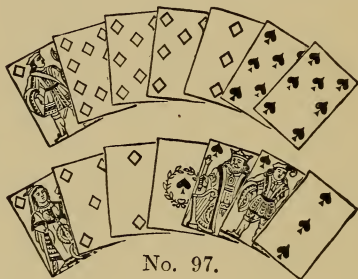


There is no apparent choice between these two suits, but in all such cases the one which is the longer in the Dummy, in the exposed hand, should be selected. Suppose that it is the Dummy that holds the long club suit in this case. If you go for the clubs first, the adversaries may not suspect your strength in diamonds, and may unguard that suit. If you go for the diamonds first, they will see the importance of keeping guard on the clubs.



If you go for the spades first, it is impossible to make more than the ace and king; because, no

matter how the queen, jack, ten are distributed, one of those cards must stop the suit on the third round, and there is no card which will bring the rest of the spades into play again. If you let the spades alone and go for the hearts, it is quite possible to make four tricks in that suit.



No. 97.

Suppose you are the Dealer, and that the long diamond suit is in the Dummy. A spade is led, and you win the first trick with the jack. If you go on with the spades, you are clearing up the adversaries' suit for them. If you go for the diamonds, you must clear them up in two leads, getting in again every time spades are led.

From the foregoing examples we deduce the following maxims:—

84. Play for the suit which is longest between the two hands.

85. When the number is equal, play for the one which is more unequally distributed.

86. When number and distribution are equal, play for the suit which is the more easy to establish.

87. When all these points are equal, play for the suit which is accompanied by the cards of re-entry.

88. Everything else being equal, play for the suit which is shown on the table.

89. Never go for a suit in which you cannot possibly make any extra tricks.

90. Play your own suits; not the adversaries'.

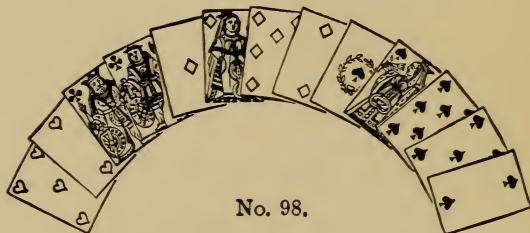
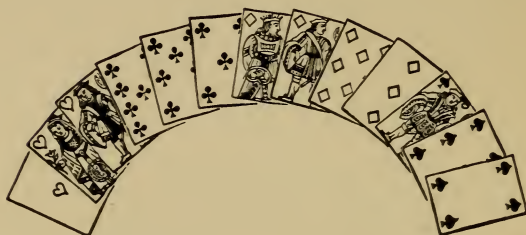
PLAIN-SUIT MANAGEMENT

At no-trumps, having selected the suit to play for, the next thing is to determine how it should be managed so as to secure the best results. It is very seldom that the Dealer can run down two or more suits without losing a trick in them.

When you do not hold what is called a "solid suit," in which you have all the winning cards, any extra tricks which are to be made must be secured in one of two ways; by finessing inferior cards, or by establishing small cards.

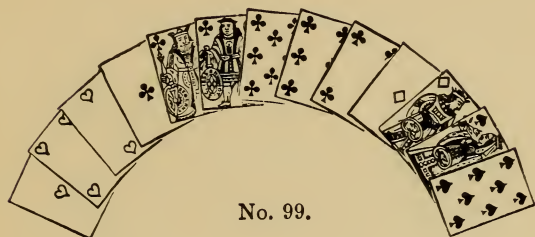
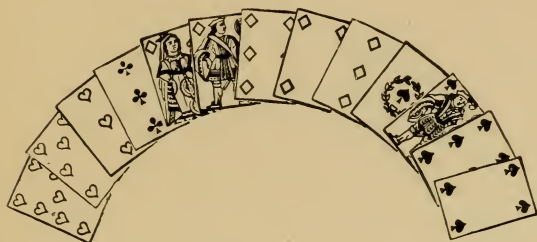
Finessing is, any attempt to win a trick with a card which is not the best that you hold.

Establishing a suit is, getting the adversaries' high cards out of the way of your smaller cards.



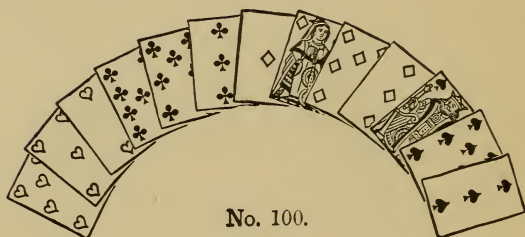
No. 98.

You have declared no-trumps. A small club led, which you win with the jack. To lead hearts and finesse, or to put Dummy in and lead spades so as to finesse yourself, would be to risk letting in the whole club suit. Make the four sure tricks in diamonds first, and the adversaries may discard so as to enable you to judge which of the other suits is safest to take the finesse in.



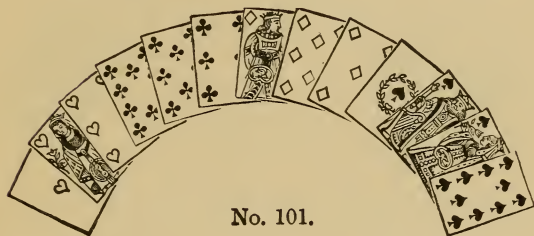
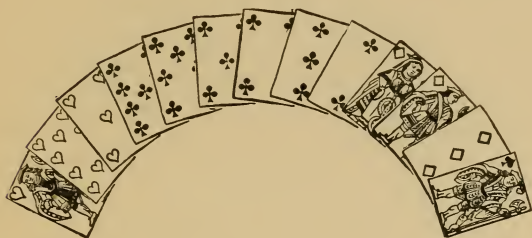
No. 99.

At no-trumps, the heart king is led, and you win with the ace. While the club suit is the proper one to play for, it is impossible to catch all the high cards in two leads. Conceal the clubs for the present; make your two diamonds, then put Dummy in on spades without finessing; and when you have run off Dummy's diamonds, attack the club suit.



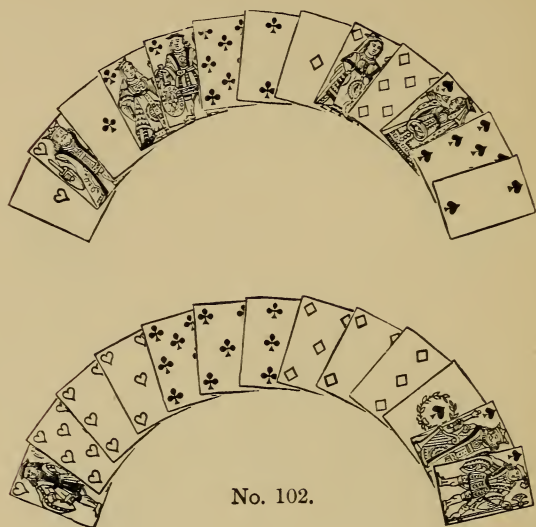
No. 100.

Dummy has declared no-trumps, and the opening lead is a small club, which Dummy wins with the queen. Without a successful finesse in hearts or diamonds, you cannot win the game unless the adversaries let you make the club king; but do not try either of these red suits until you have run off your five tricks in spades, forcing them to discard.



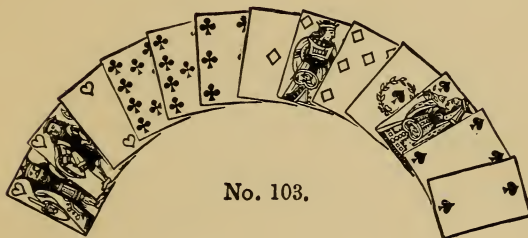
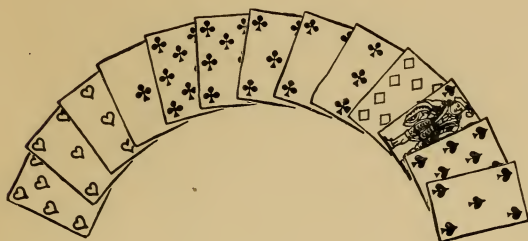
No. 101.

In no-trumps, a diamond is led, which you win with the king. If you start off and make all your spades, your hand is practically dead. Play the clubs until you clear them, keeping the spades for re-entry.



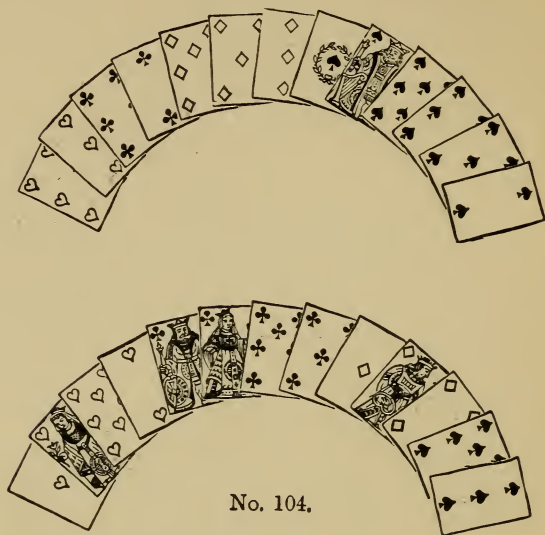
No. 102.

Dummy makes it no-trump, and gets in on a heart led. To win the game, you must make a successful finesse in clubs or diamonds; but the lead is in the wrong hand for finessing, and Dummy must lead spades, so that you may lead clubs from your own hand. If the club jack holds, you must get in with another spade; and after making a second finesse in clubs, and making all the club tricks you must put yourself in a third time and finesse the diamond.



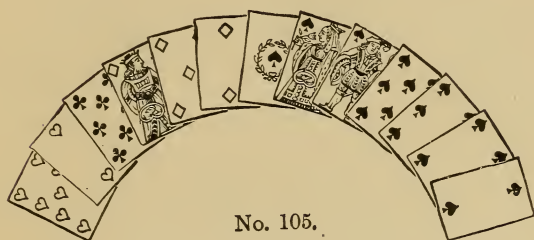
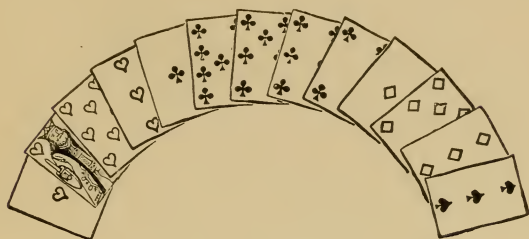
No. 103.

In no-trumps, a small diamond is led, which Dummy wins with the ten. Clubs are the proper suit to play for; but as the adversaries must win at least two tricks in clubs, and the ace of that suit is the only card of re-entry in Dummy's hand, it must be kept until the third round. Lead a small club from Dummy, and on getting in again lead another small club, playing small from Dummy, no matter what the adversaries do.



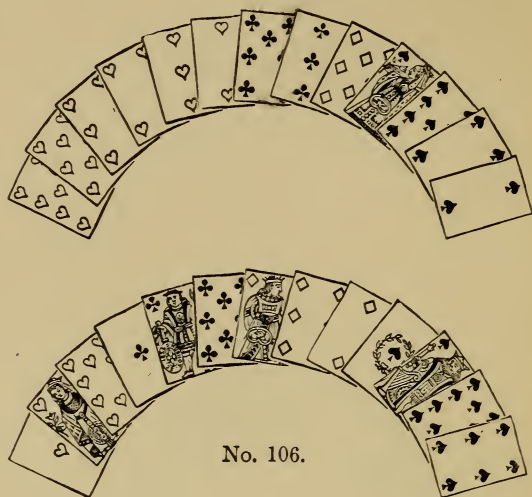
No. 104.

At no-trump, the opening is a heart, which you win with the queen. As it is impossible to catch the queen, jack, ten of spades in two leads, you must lead a small spade, and refuse to play either ace or king from Dummy, letting the trick go. Upon getting into the lead again, you can win two consecutive rounds of spades, probably establishing all the small ones. If Dummy wins the first rounds of spades, you will have none left to lead to him after the suit is cleared.



No. 105.

Dummy makes it no-trump, and the opening lead is a diamond. Dummy must play the ace second hand in order to preserve your king, which is the only card that will bring the spade suit into play after it is established. It is impossible for you to clear it in two leads unless the king, ten, are alone on your right, which is improbable.



At no-trump the club king is led, which you pass, winning the second round with the jack. In order to make the most of the heart suit, you must lead them from the Dummy, so as to finesse your queen. After the hearts are established, Dummy must be able to get in again to make the small cards. To do this, you must lead the ten of spades (not the six), winning it with Dummy's queen. After the hearts are cleared, you can lead out ace and king of spades; and if the others all fall, Dummy's nine will win your six, bringing in the hearts, and letting you discard your diamonds.

From the foregoing examples we deduce the following maxims for the management of plain suits by the Dealer at no-trumps:—

91. When you have an established suit, long enough to force discards, play that first, unless it is necessary for re-entry.

92. When you have a suit in which you must finesse, lead from the weak hand to the strong.

93. When you have a suit in which you must lose tricks, lose them on the first rounds, not on the last.

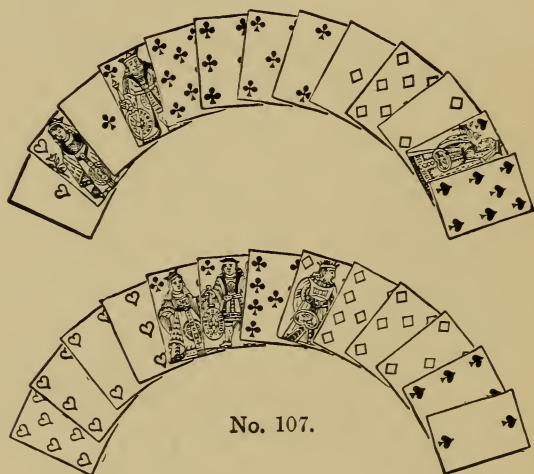
94. Keep the re-entry in the hand which has the long end of the suit you are playing for.

95. When you have four of a suit in each hand, including the three top honours, you can usually make a double re-entry in either hand by leading an intermediate card first.

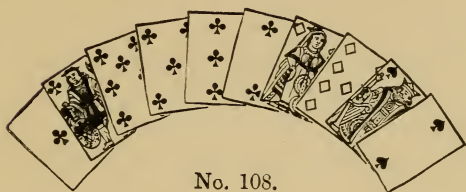
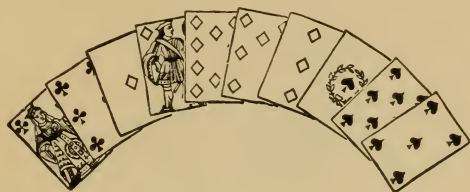


FINESSING

There are some principles in connection with finessing suits which require attention. In the following examples it does not matter which hand is the Dummy.

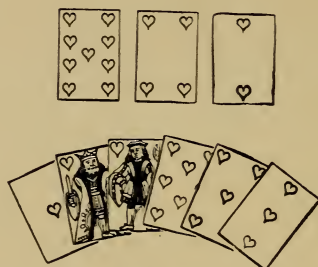


Dummy makes it no-trumps, and hearts are led. It would be foolish to finesse the queen of hearts; because, by placing the ace and making six club tricks and two diamond tricks, you win the game to a certainty. If the heart finesse should lose, the adversaries would certainly make at least five spade tricks before you got in again.



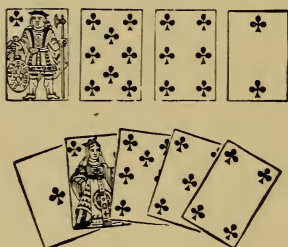
No. 108.

Dummy declared no-trumps, and held up the ace of hearts until the third round, which exhausts the player on your right, but leaves three established hearts on your left. Although the club suit is the better one to play for on account of its length, you cannot risk a finesse, which, if it failed, would let in the hearts. You must put yourself in with a spade and lead diamonds, finessing that suit. Even if the player on your right has the king, he has no heart to lead; and if he leads clubs, you must put on the ace second hand.



No. 109.

When you have so many cards of the suit between the two hands, it is very probable that the queen will fall in two rounds, and no finesse should be attempted.



No. 110.

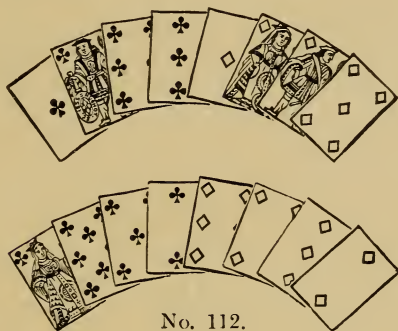
With so many cards, if the jack is led and the king does not cover it, the ace should be played, as the chance of catching the king unguarded is better than the chance of the finesse succeeding.

L. of C.



No. 111.

When you have to finesse against two cards, if an honour is played second hand, win with the ace and return the jack, forcing out the other honour. If no honour is played second hand, finesse the ten; and on the next round of the suit, finesse the jack.



No. 112.

If you lead the club queen, and the king is on your left, it will cover (as explained in "Second-hand Play"), so as to make you play two honours

to win one trick. If the king is on our right, it will win the queen if you finesse; so that, no matter on which side of you the king is, you cannot make more than two club tricks. If you lead the diamond instead of the club, and the king is on your left, you must make three tricks by taking a second finesse after the first succeeds.

From the foregoing examples we deduce the following maxims for finessing:—

96. Never finesse when there is an entire suit against you.

97. Finesse against the hand which holds the established suit, not against his partner.

98. Never finesse with nine cards of the suit between the two hands.

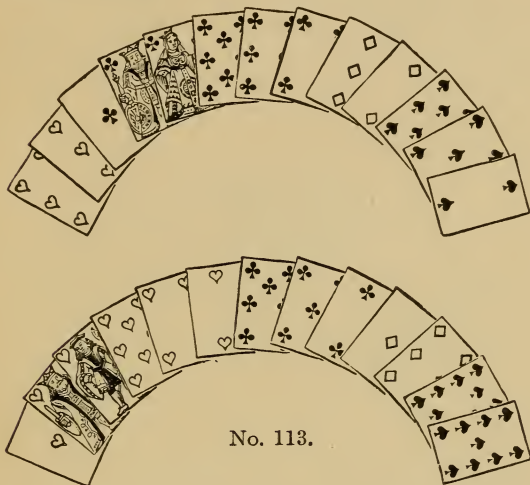
99. If there is any choice, finesse the suit in which the high cards are all in one hand.

100. Always lead from the weak hand to the strong—that is, lead to the hand which holds the highest card of the suit.



TRUMP MANAGEMENT

When the Dealer gets into the lead on a trump declaration, his first care must be to decide whether or not to lead trumps immediately, or to develop a plain suit first.

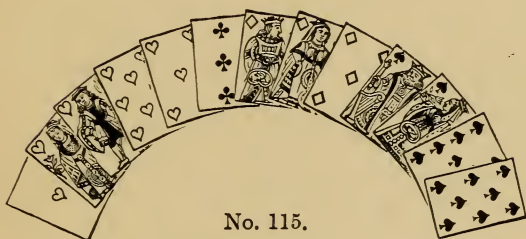


Hearts are trumps, and you win the first trick with the ace of diamonds. When you have an established suit to protect, it is better to lead trumps immediately, and to get as many rounds as possible without any finessing. If you try putting Dummy in with a club, and then finesse the trump jack and lose it, the adversary may lead another club, and it will be trumped and two tricks in spades save the game for them.



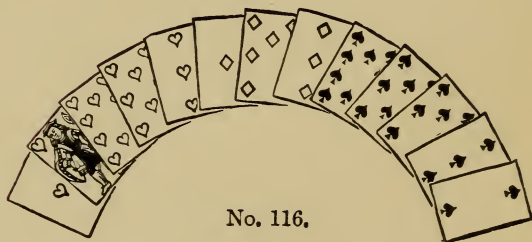
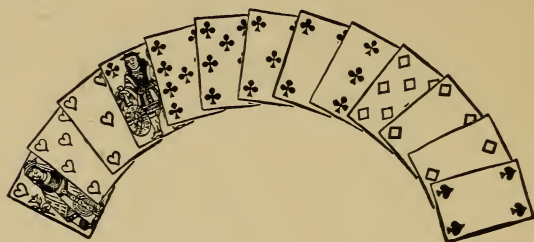
No. 114.

Hearts are trumps, and Dummy has won the third round of spades. If Dummy leads trumps from his hand, the king must win unless it is unguarded. To lead trumps from your own hand, you must get into the lead; but if you begin with a small diamond, you block the suit. Lead clubs and play the ace, giving up the finesse; and then lead the trumps from your own hand, the ten first.



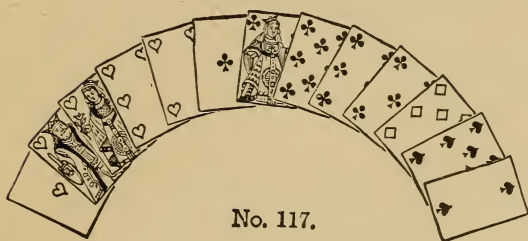
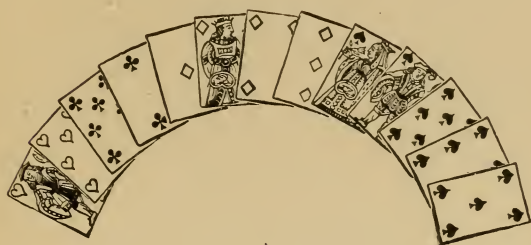
No. 115.

Hearts trumps; the ace of diamonds led. In order to get the trump lead from Dummy, so as to take the finesse yourself, you must play the queen of diamonds on the ace, making Dummy's jack good for the second round.



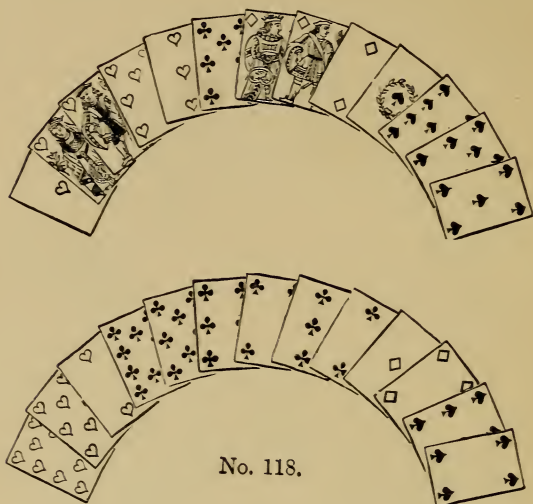
No. 116.

Hearts trumps; the first lead is the spade ace. No matter what is played next, the Dealer must never let go the lead until he has made all his trumps separately by the cross ruff. There is no strength in plain suits to justify a trump lead.



No. 117.

Hearts are trumps, and a club is led, which you win with the queen. Before leading trumps, return the club ace and then another, letting Dummy ruff with the jack, after which he can lead trumps. This should make four by cards and the game to a certainty, which is impossible if you lead trumps immediately on getting in.



No. 118.

Hearts are trumps; a diamond is led, which you win with the ace, the queen being marked on your left. If you lead trumps, you cannot possibly make more than two by cards, even if the trump finesse succeeds in catching the king. It is better to get rid of your losing spades first by returning the diamond, winning the second round with the jack, and then leading the king. This gets rid of one spade. The ace of spades led will take out the other; and then you can ruff a spade, and after that lead the ten of trumps and finesse it, which will make four by cards and game if you catch the king.

From the foregoing examples we deduce the following maxims for the management of trumps:—

101. Always lead trumps when you have an established suit to defend.

102. Do not lead trumps from the wrong hand if you can get the right hand into the lead.

103. Do not lead trumps if there are more tricks in the cross ruff.

104. Do not lead trumps if your hand will be no stronger in plain suits after the trumps are all gone.

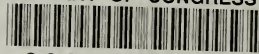
105. Do not lead trumps if the weak trump hand can trump a losing card first.

106. Do not lead trumps if you can get rid of losing cards by playing a plain suit first.



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